How to Create a New Strong Game

Creating engaging experiences that break down barriers and help bring people together is now at your fingertips. We've put together this quick walk-through welcome package to get you up and creating your own custom Strong Games as quickly as possible!

Click to jump to a specific step or follow along as we walk you through creating your very own, custom Strong Game. Let's hit the ground running!

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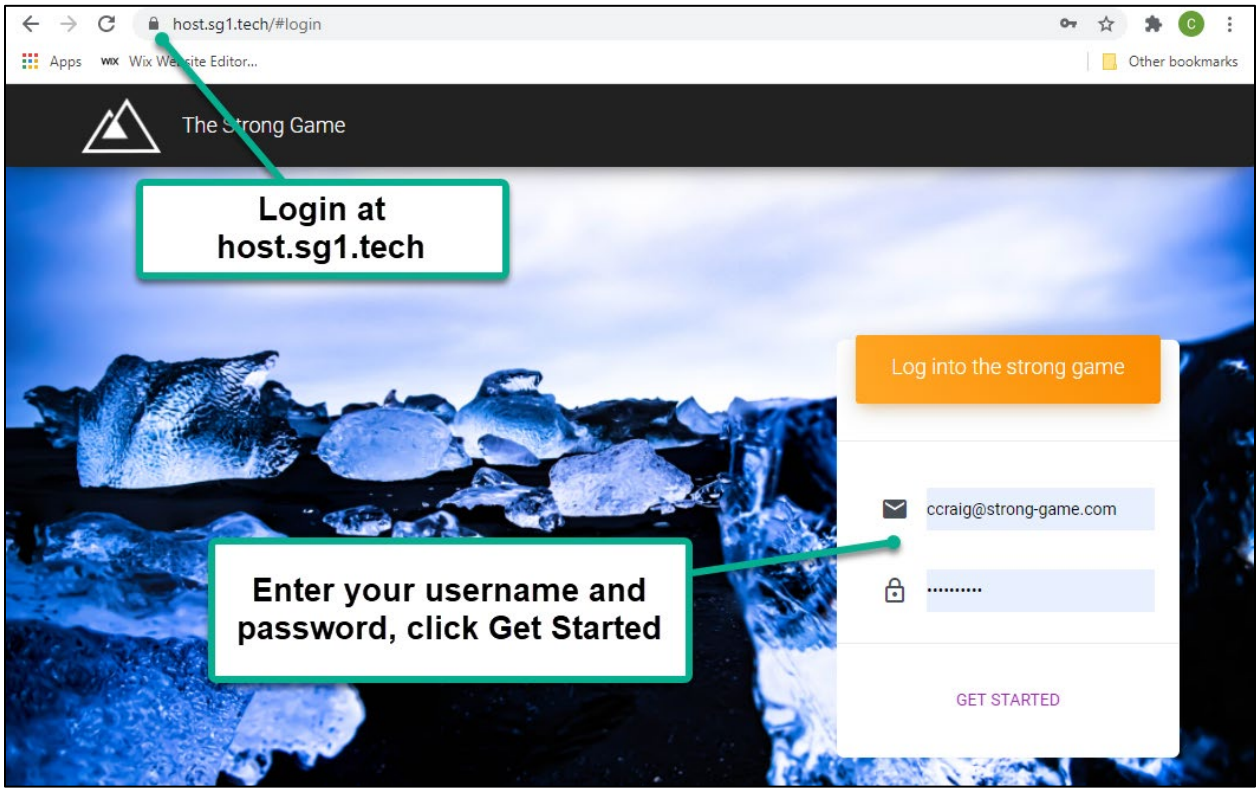
Step 6: Running a game

Admin Controls and Navigation

Step 1: Login to the Strong Game Player Application

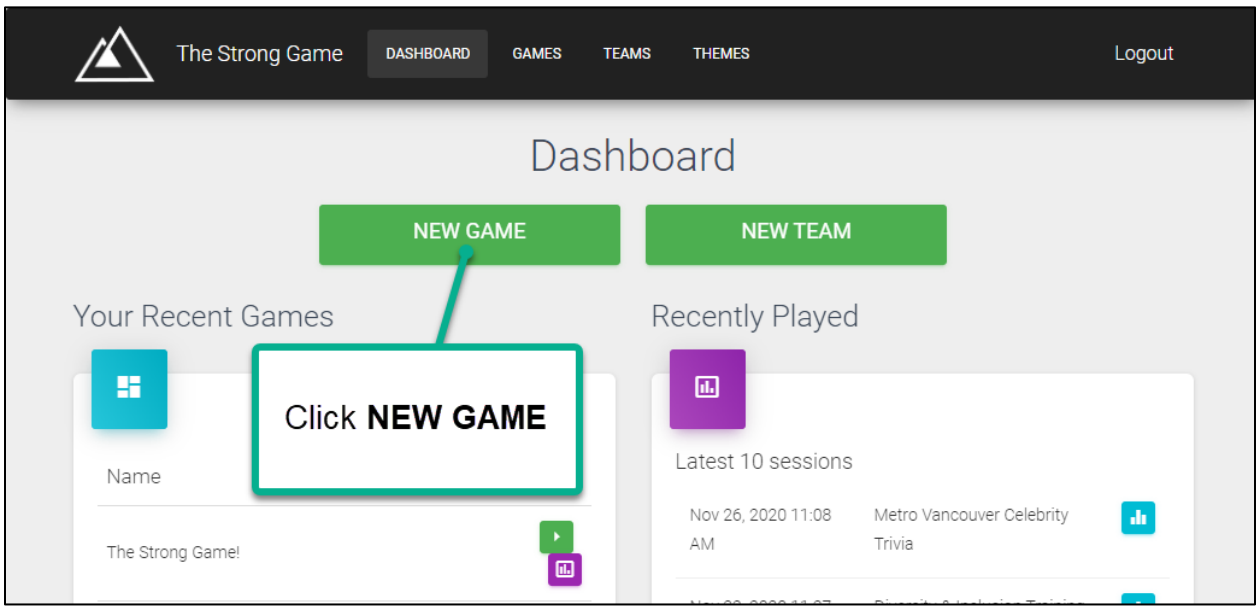
(https://host.sg1.tech)

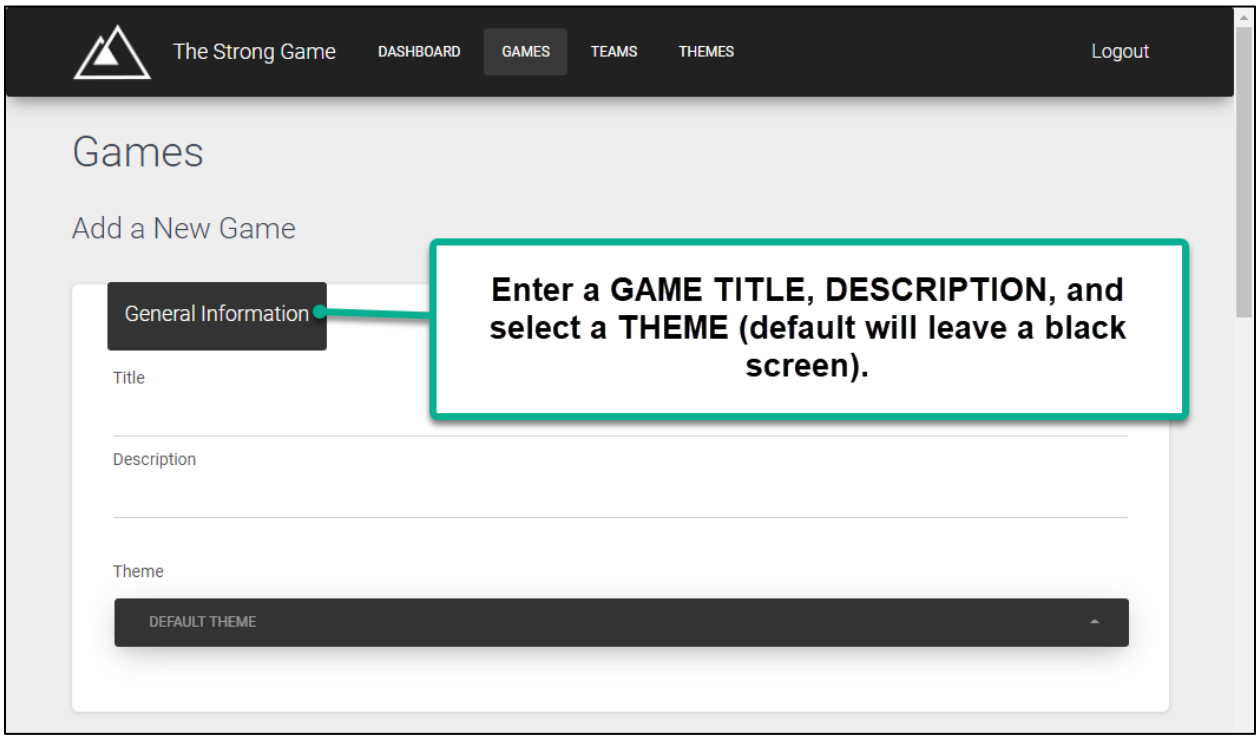


Don't have a Strong Game account setup yet? No problem!

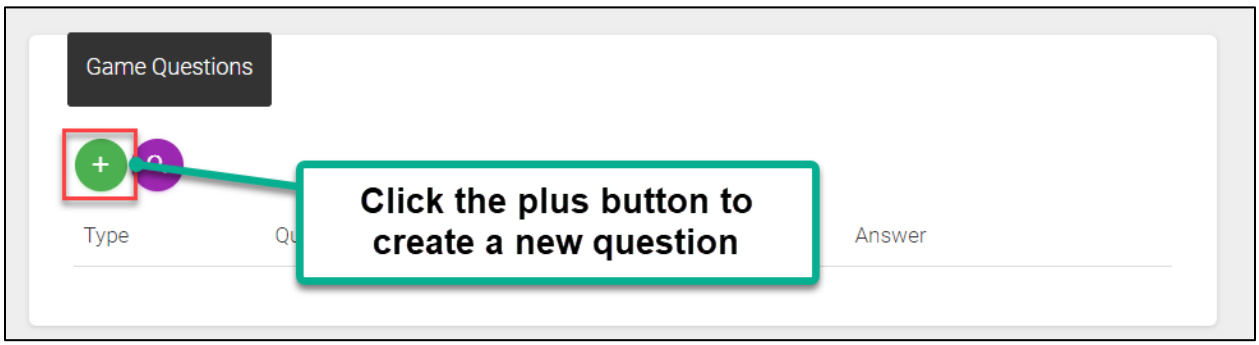
Email us at info@strong-game.com and we'll create an account for you in a snap!

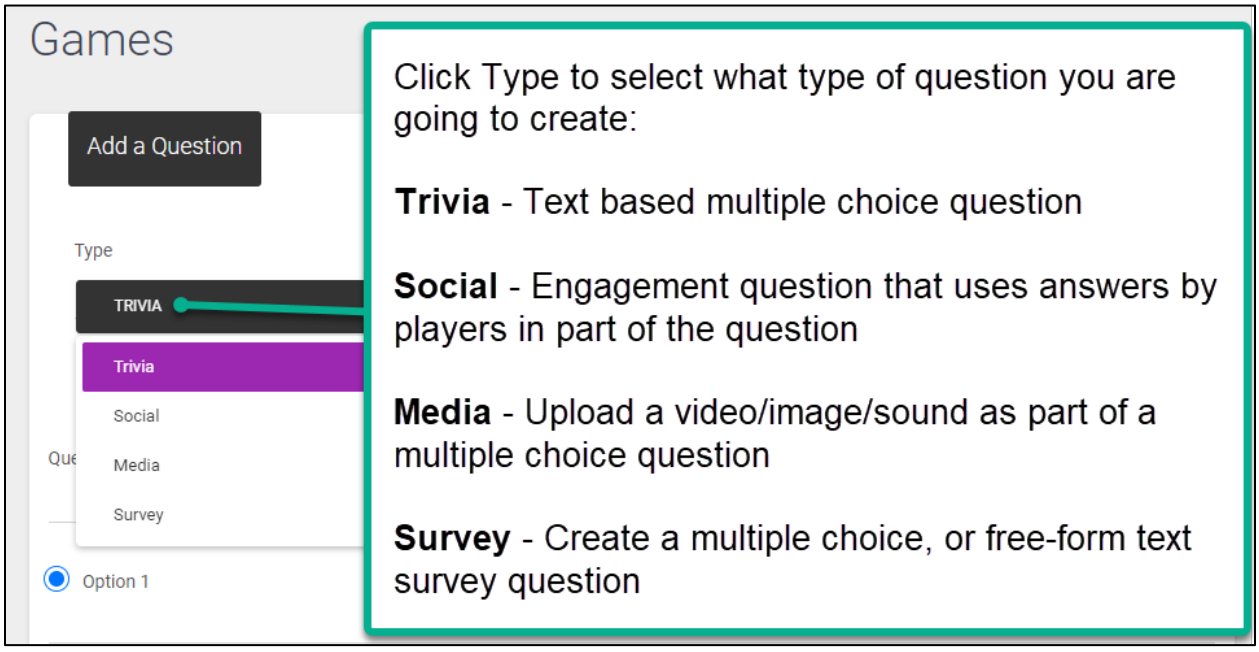
Step 2: Setup New Game



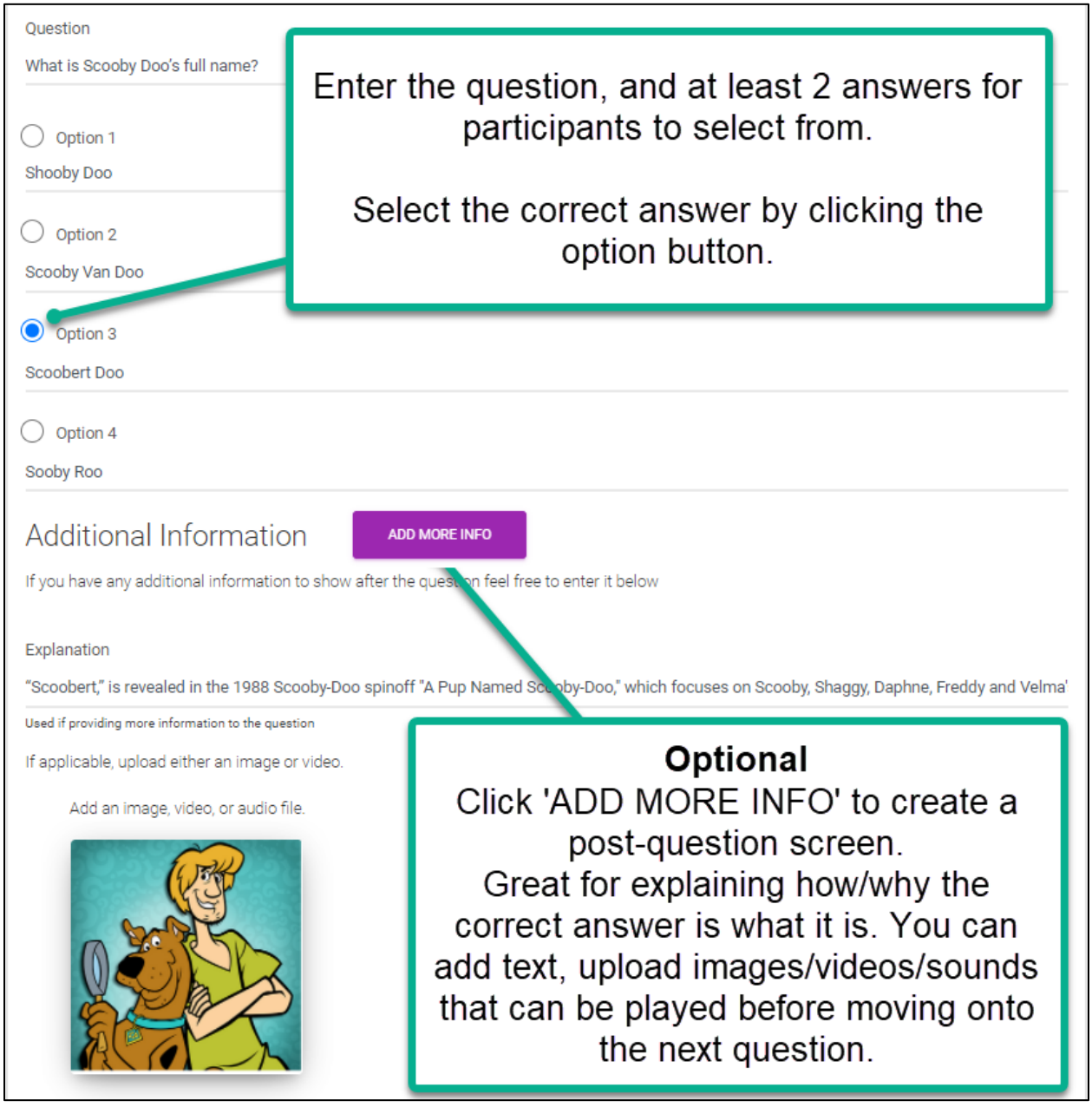


Step 3: Create Questions

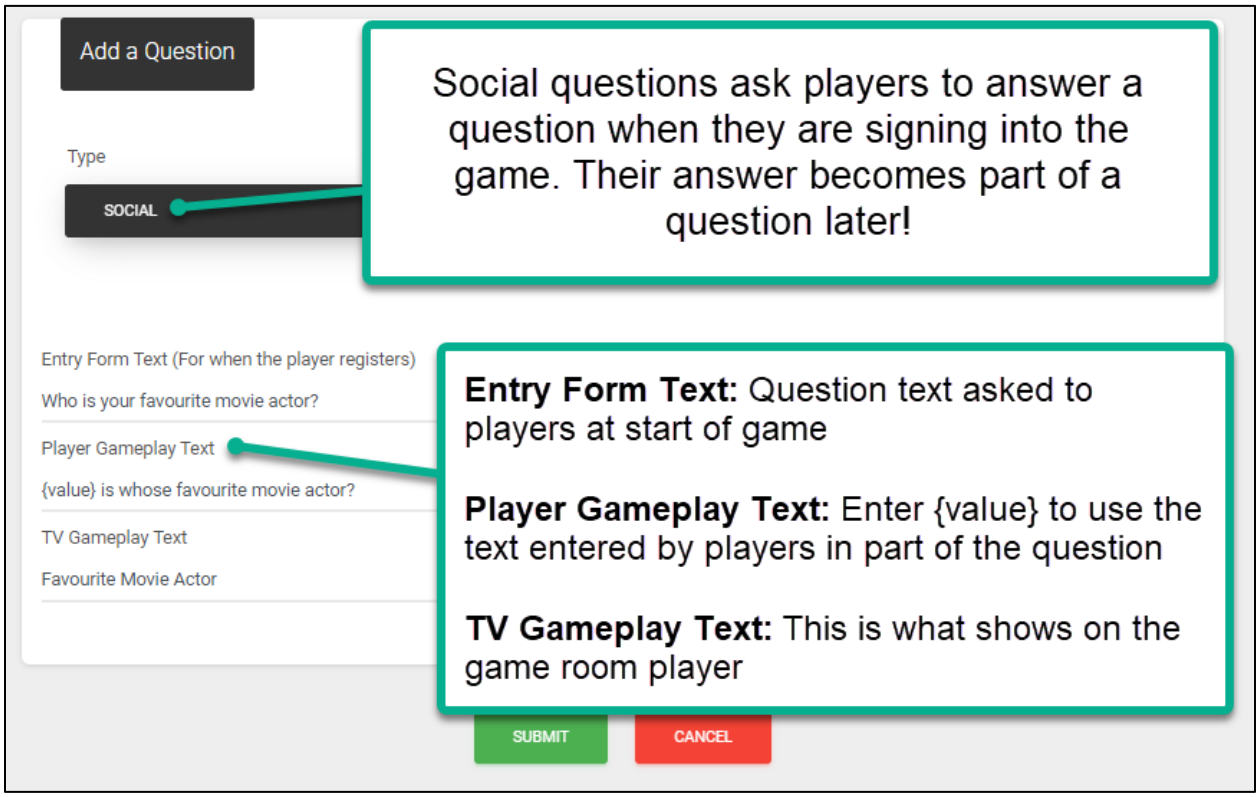


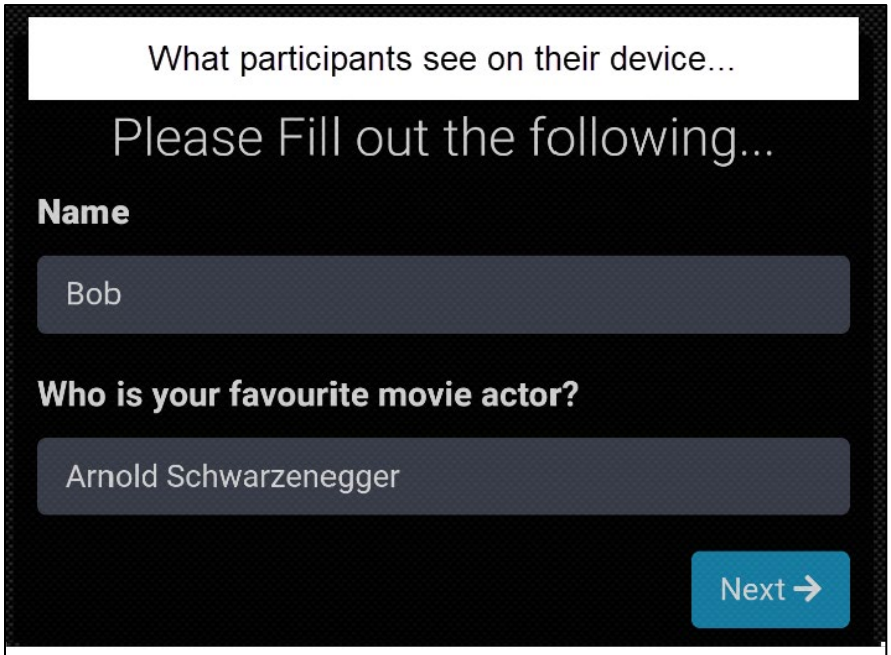


Trivia Game Question Instruction Example



Social Question Instruction and Example





During game play, players would see the following question on their device:

"Arnold Schwarzenegger is whose favourite movie actor?"

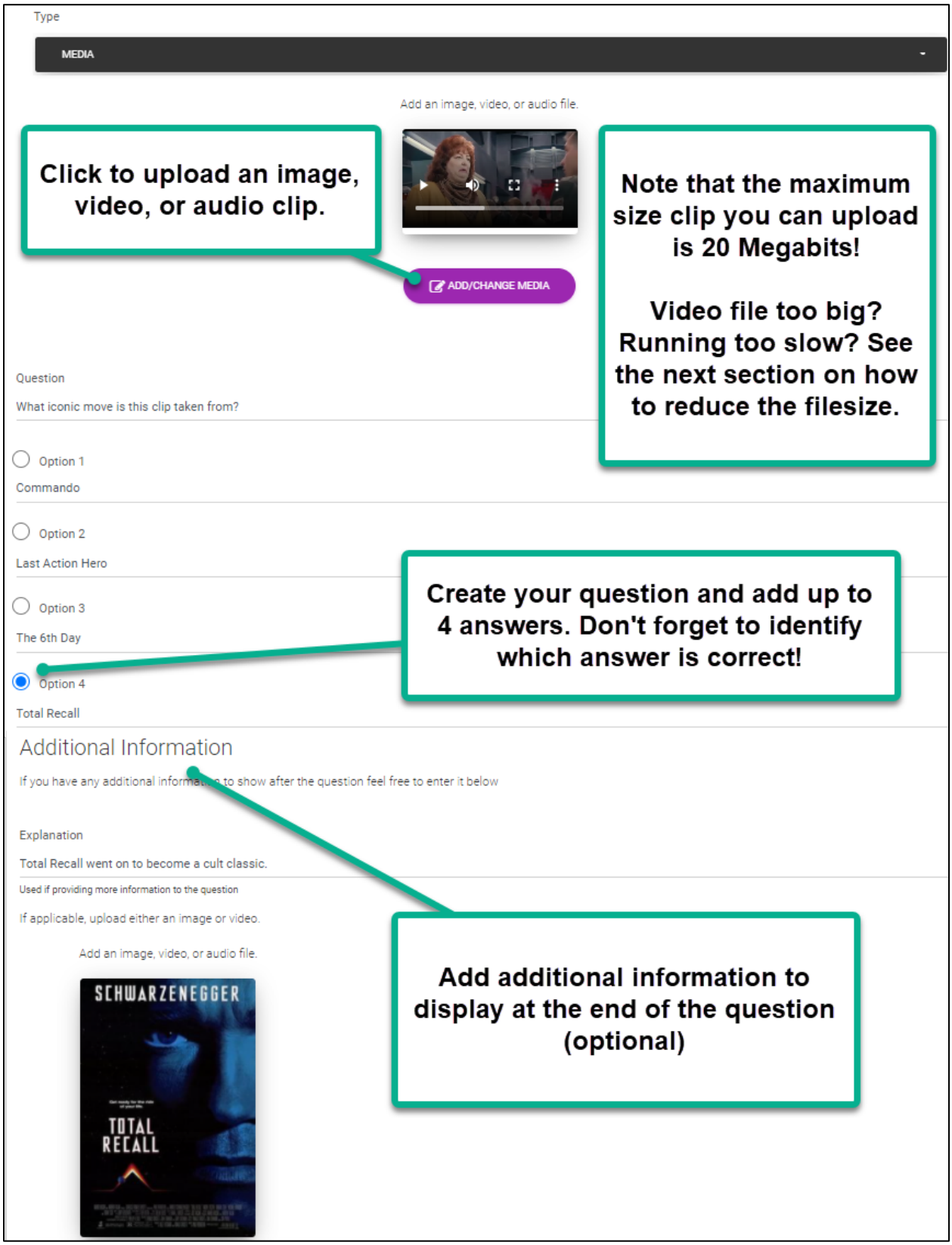
Bob

Larry

Same

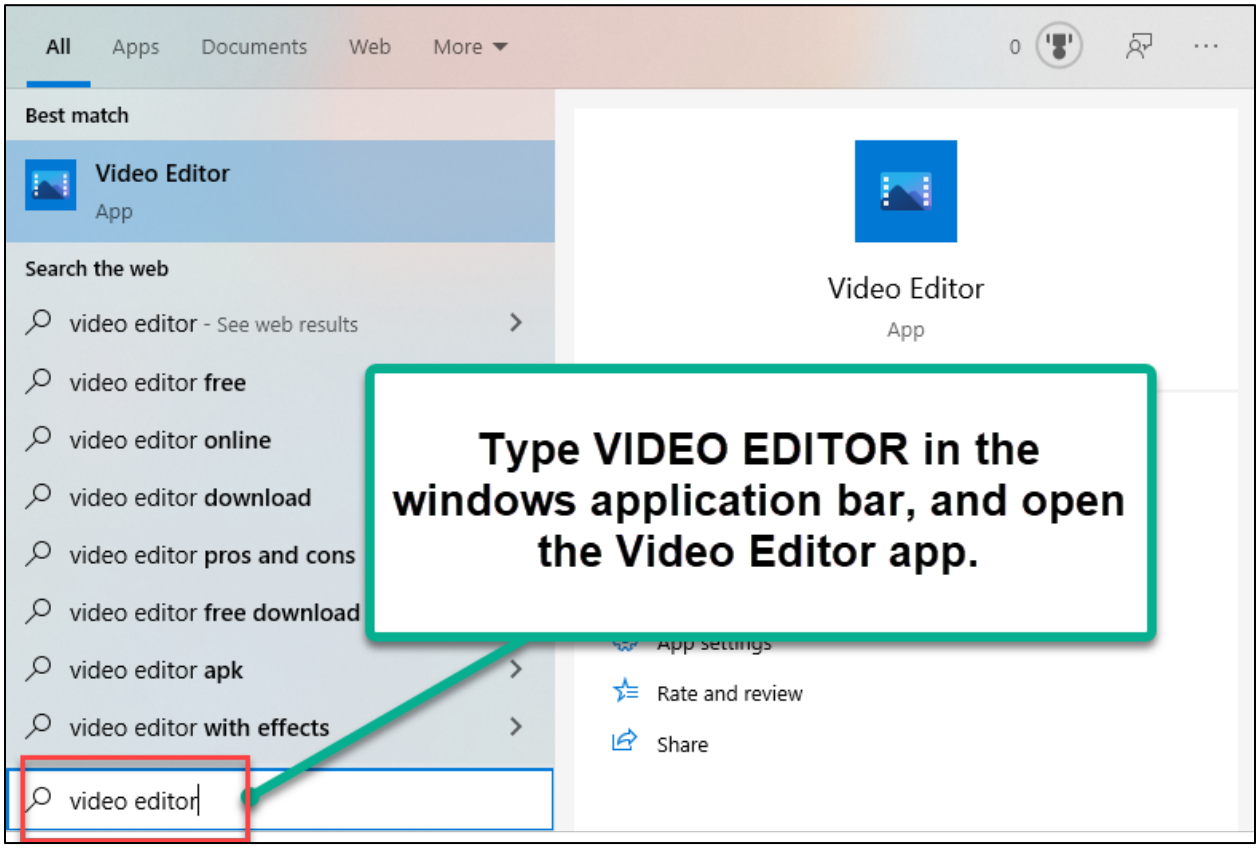
Ted

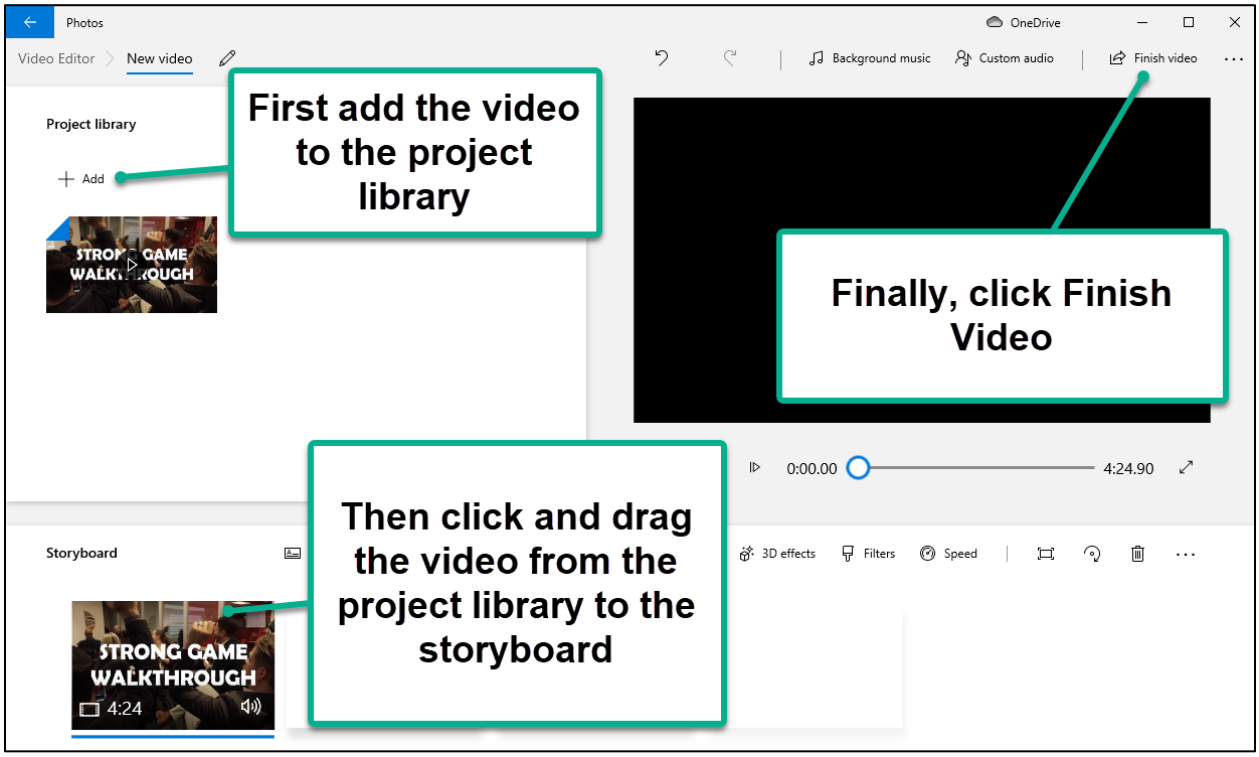
Media Question Instruction and Example

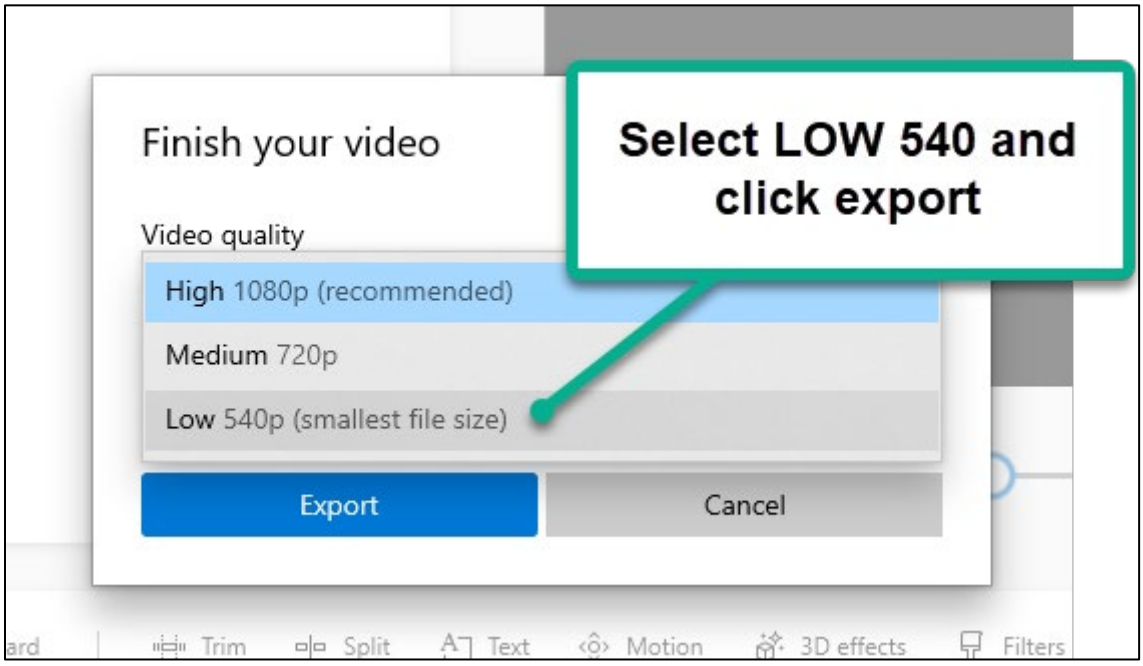


Reducing Video Size for Uploads

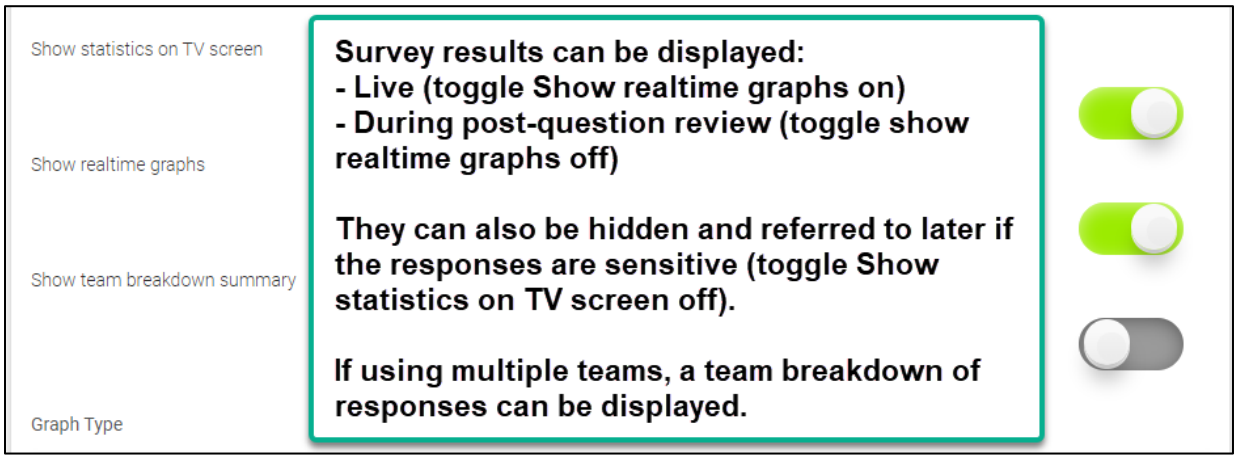
You can quickly and easily reduce video file size using included Windows software!

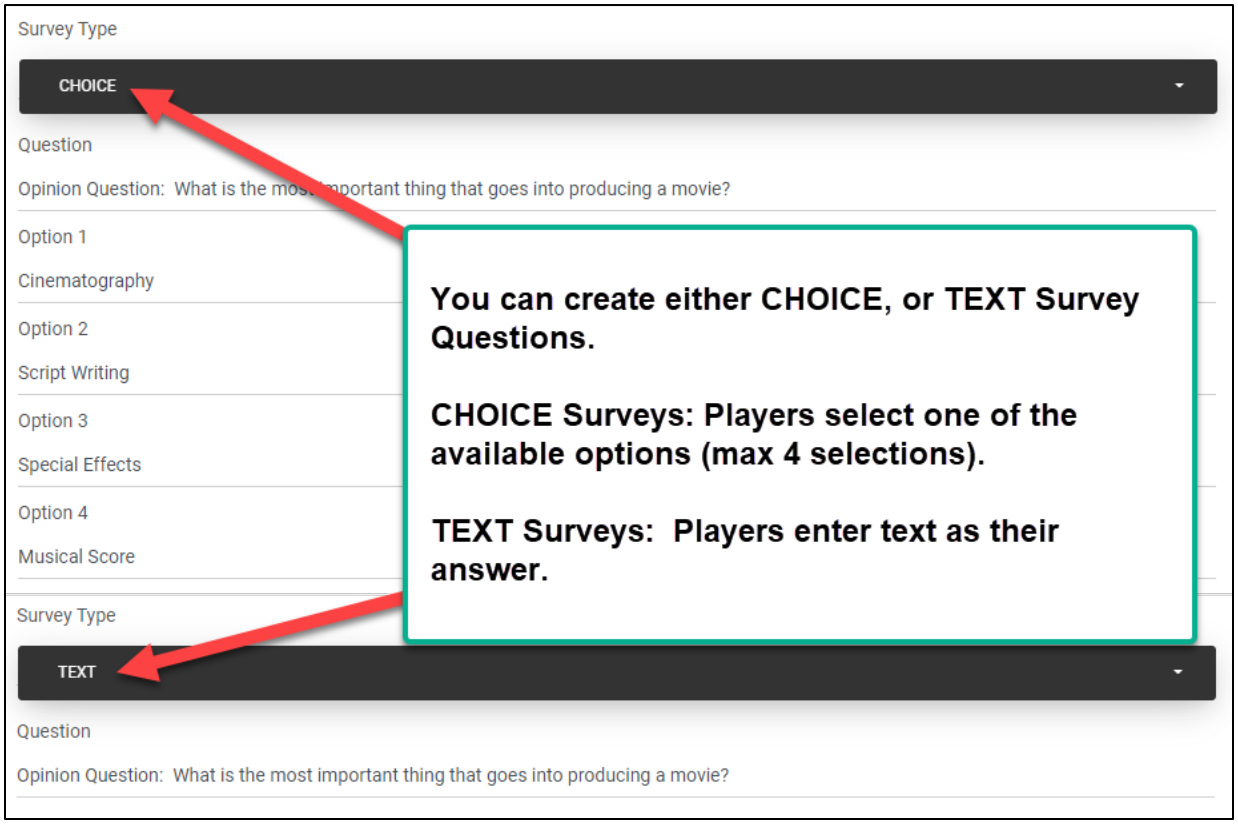


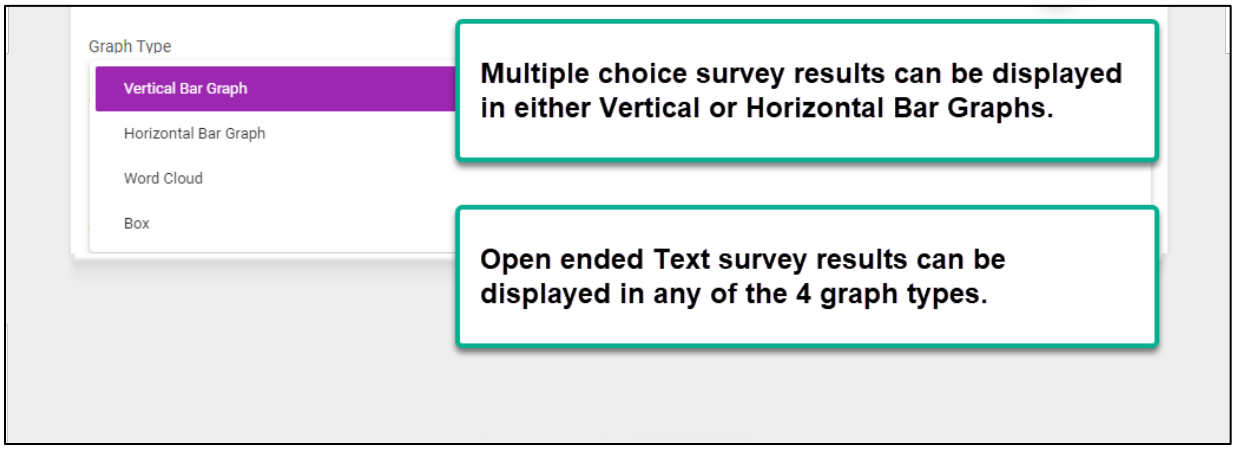

Photos
OneDrive
Video Editor
New video
Background music
Custom audio
Finish video
Project library
Add
First add the video to the project library
Finally, click Finish Video
0:00.00
4:24.90
Storyboard
3D effects
Filters
Speed
Then click and drag the video from the project library to the storyboard
STRONG GAME WALKTHROUGH
4:24


Finish your video
Select LOW 540 and click export
Video quality
High 1080p (recommended)
Medium 720p
Low 540p (smallest file size)
Export
Cancel
Trim
Split
Text
Motion
3D effects
Filters

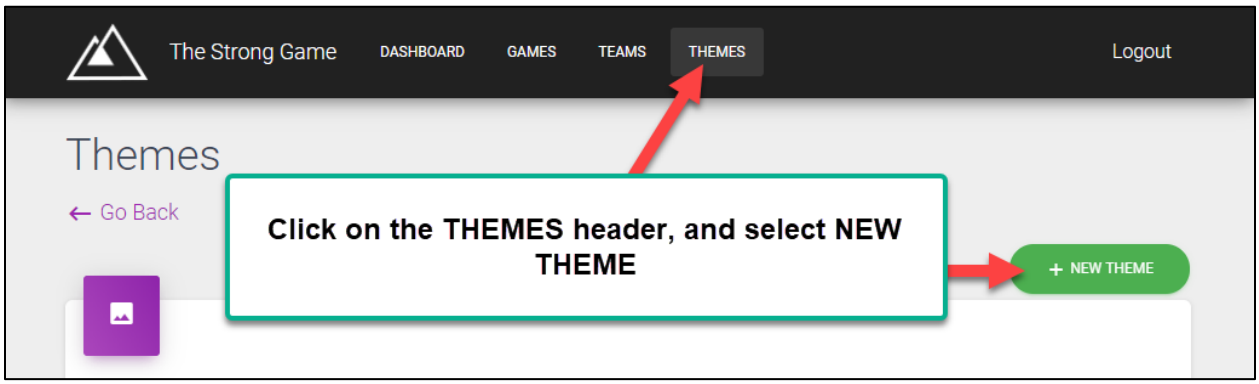
Survey Question Instruction and Example

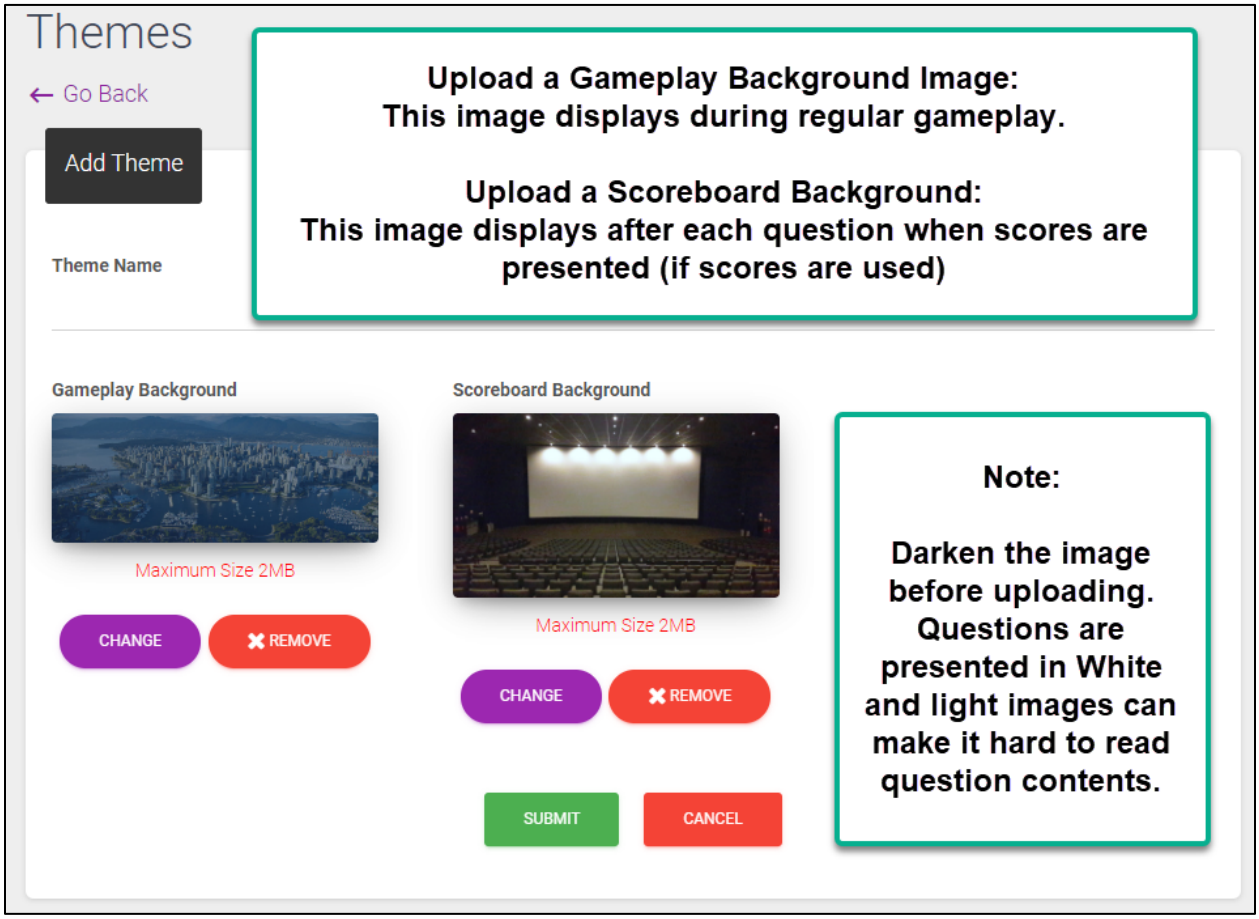




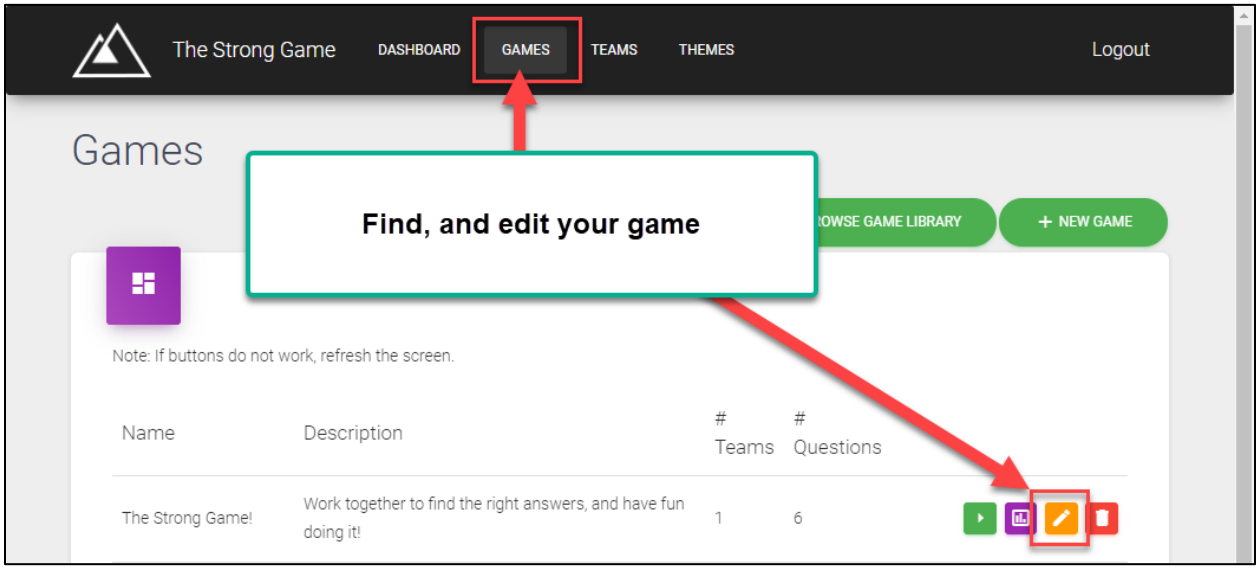


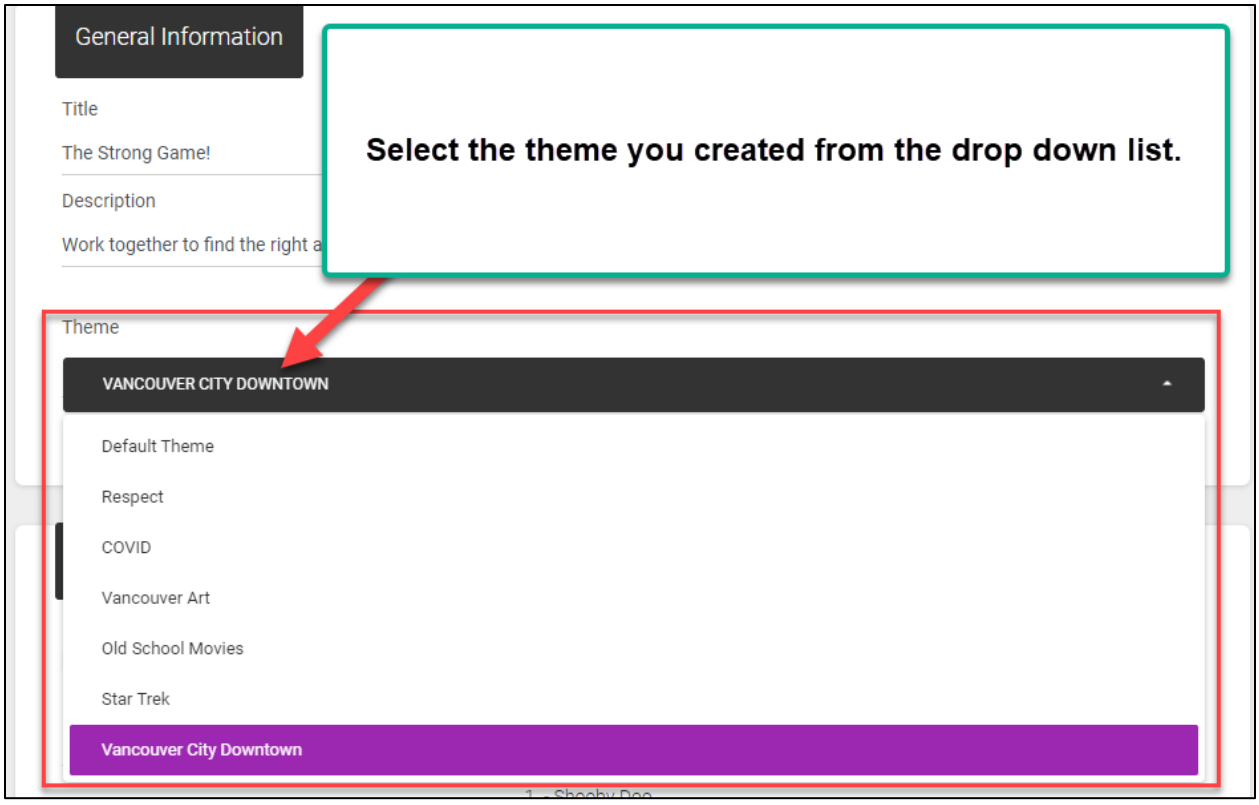
Step 4: Create a Theme





Assign a theme to your Game





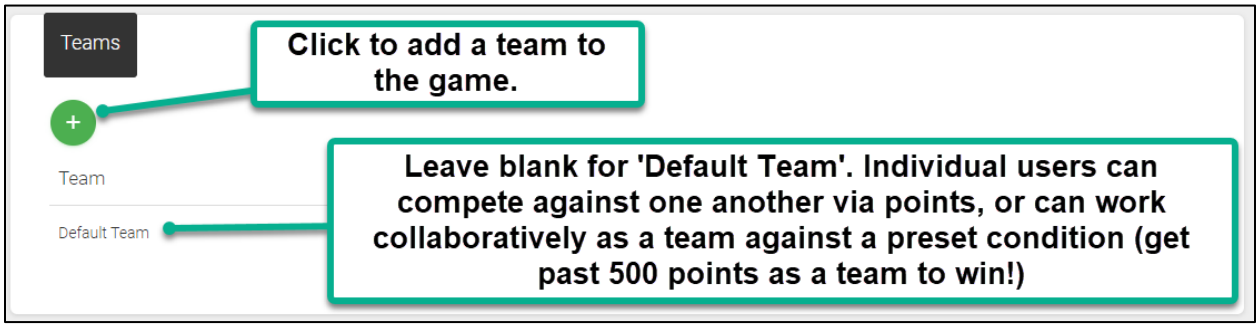
Step 5: Finalize Game Settings

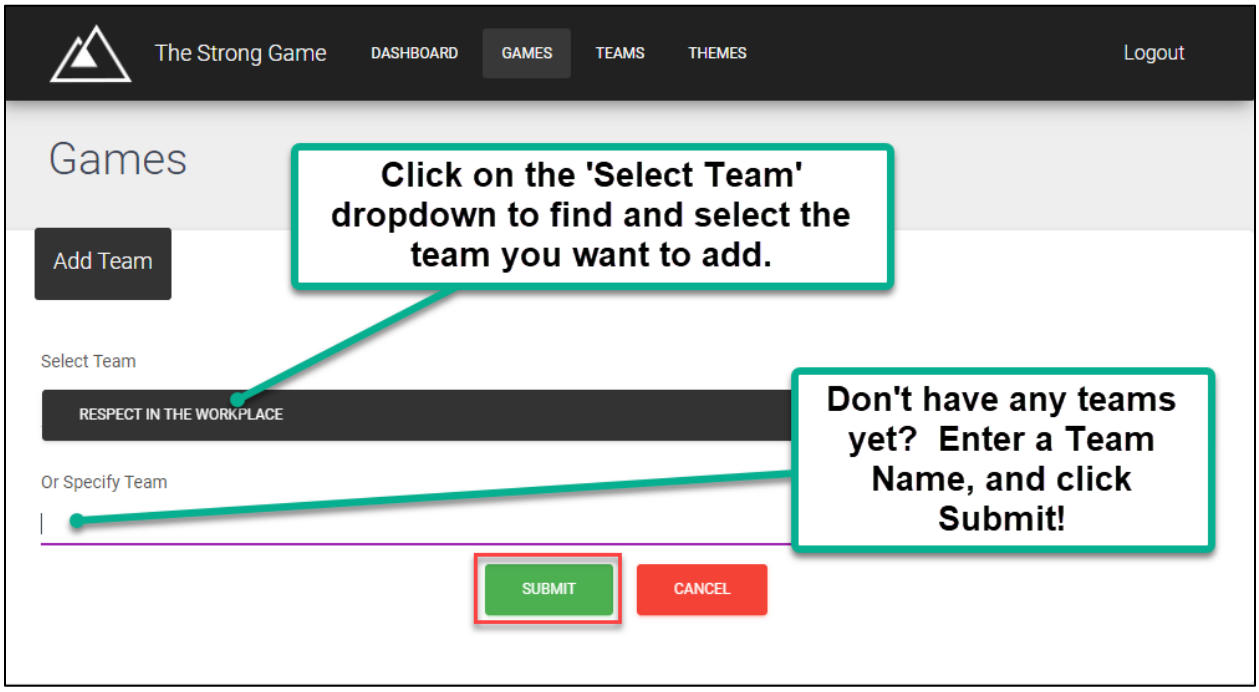
You're almost there! Before you can fire up your one-of-a-kind, custom Strong Game, it's important the game is setup the way you want it to run!

Working with Teams

By default, there has to be at least one team. If you have only one team, then it means everyone is working together. Collaborative play is great for a number of reasons, but we won't get into that here.

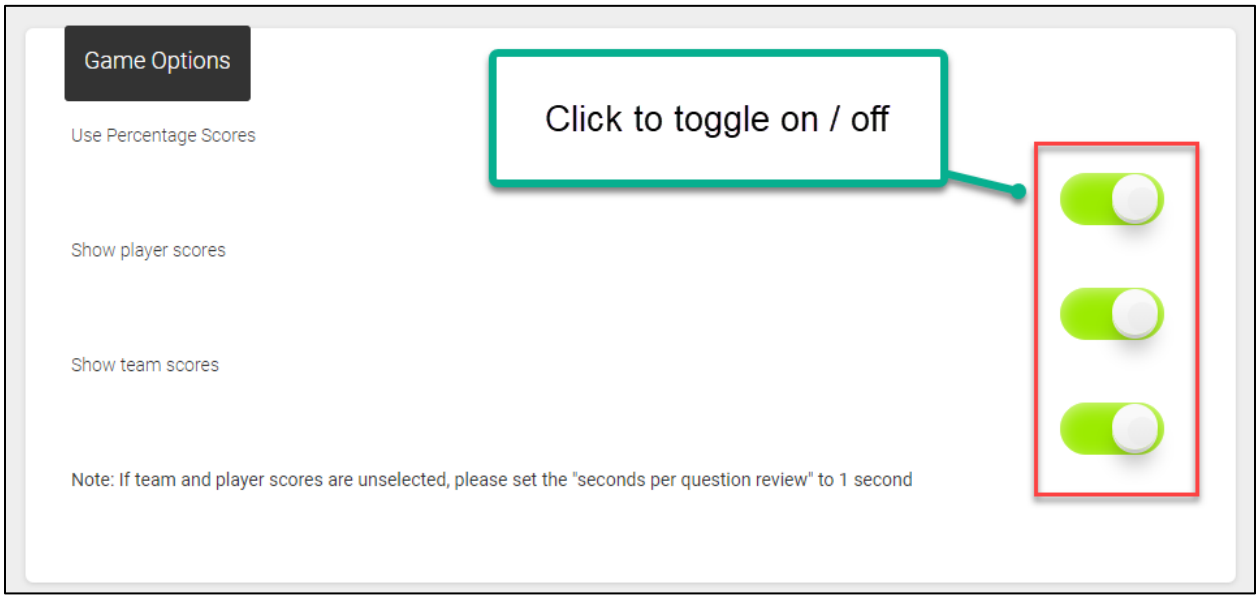
If you want more than one team in your game (and who would blame you? Pitting opposing teams against one another is a blast!), you'll need to create the teams in your game.





Game Options

All game options are ON by default. But you may not want to use them. Review the option descriptions below for more info!



Use Percentage Scores

- See the next section, 'How Game Scoring Works'

Show Player Scores

- Turn this on if you want to include individual points on your game. This is a must for 'everyone for themselves' competitive play!
- Turn it off if you do not want individual points to be displayed (e.g. if you are using this as a softskill training tool, or a team-based game only).

Show Team Scores

- Turn this on if you have more than one team duking it out!
- Turn this on if you are creating a collaborative game where everyone works as a single team, striving to pick the best answers and get the most points! (e.g. safety in the workplace game, but the whole team needs to collaborate together to pick the best answers, and get at least 500 points to win the prize!)

How Game Scoring Works

Regular Scoring

To use regular scoring, turn percentage scoring off.

In a regular scoring game, each correct answer is worth 100 points.

Percentage Scoring

The Percentage scoring system motivates players to work together as the higher the ratio of people agree on the correct answer, the more points they can get.

For the sake of explanation, we will use and example of 10 people playing together.

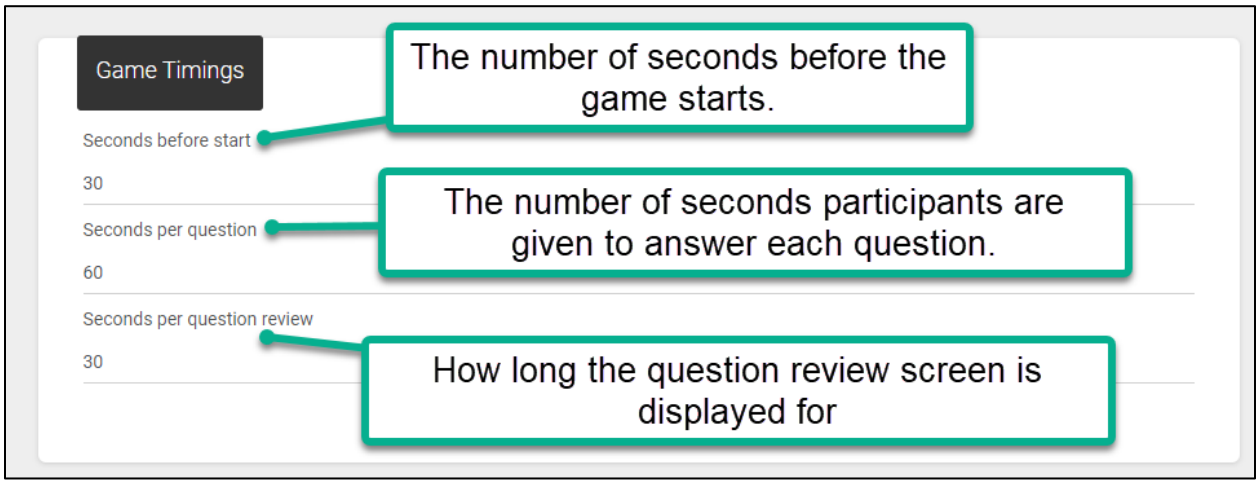
When 8 out of 10 participants get the right answer, they will get 80 points. We recommend in this type of Strong Game that individual points are turned off. So in the above case, the 2 other members of the team are not penalized for guessing wrong. Lastly, if 2 of the 10 members are correct, and the other 8 are wrong, the team will get 20 points.

So for calculating the team score over a five question game would look like the following:

- Question 1) Question Type: Trivia: 1 out of 10 were correct: 10 Points
- Question 2) Question Type: Social: 9 out of 10 were correct: 90 Points
- Question 3) Question Type: Survey: No points
- Question 4) Question Type: Media: 3 out of 10 were correct: 30 Points
- Question 5) Question Type: Trivia: 10 out of 10 were correct: 100 Points

The total points for the group would be 230 points.

Game Timing



You can change the timers for each game, depending on what your overall goal is. For example:

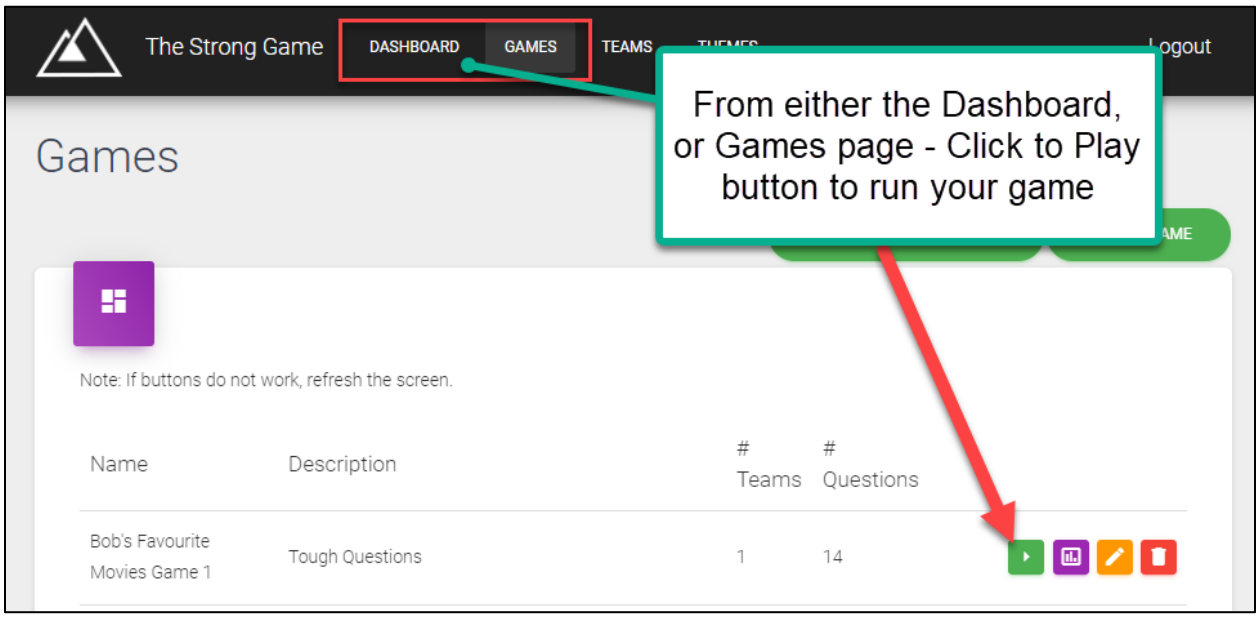
Short, Fun, Competitive Game

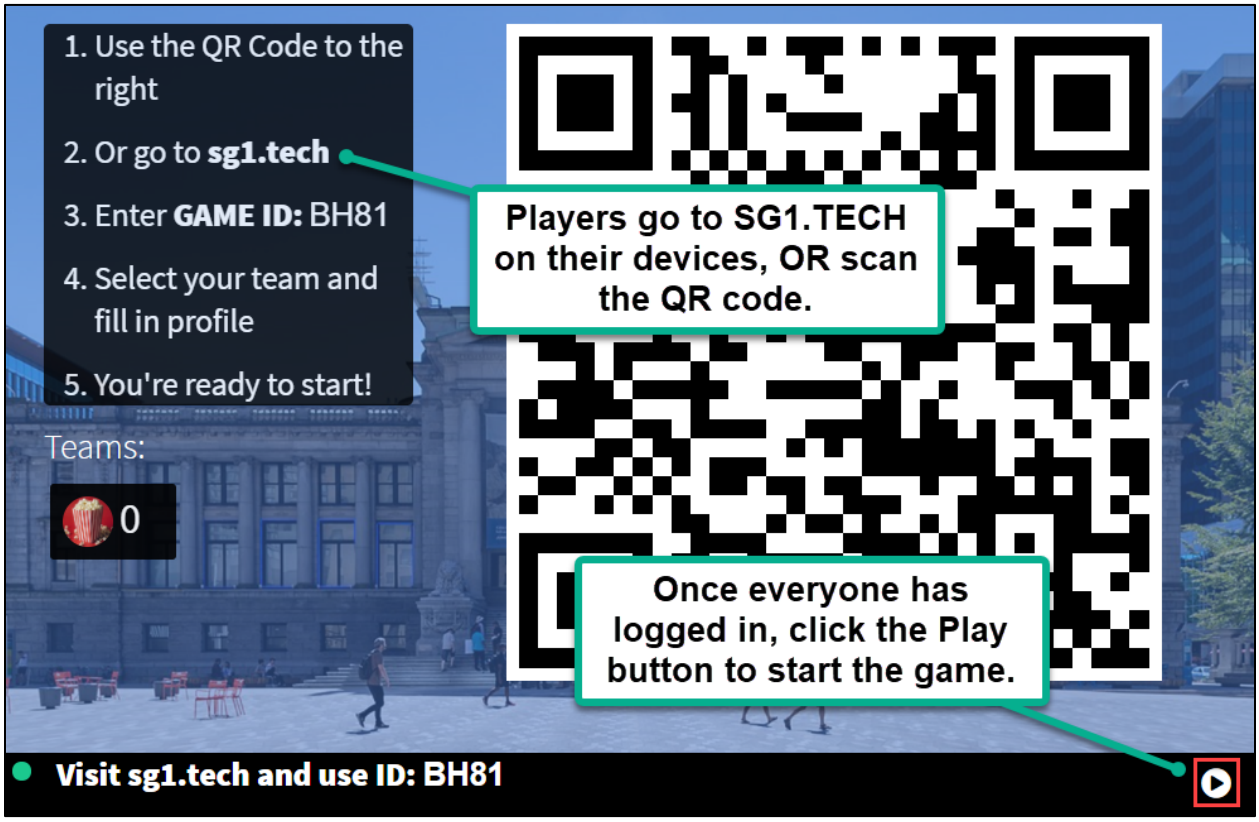
If I were creating a short, competitive 15-minute game where I wanted all my participants to just have fun answering popular trivia questions, with highest points the winner - I might shorten the 'seconds per question' to 10 seconds. This would force everyone to quickly make a choice!

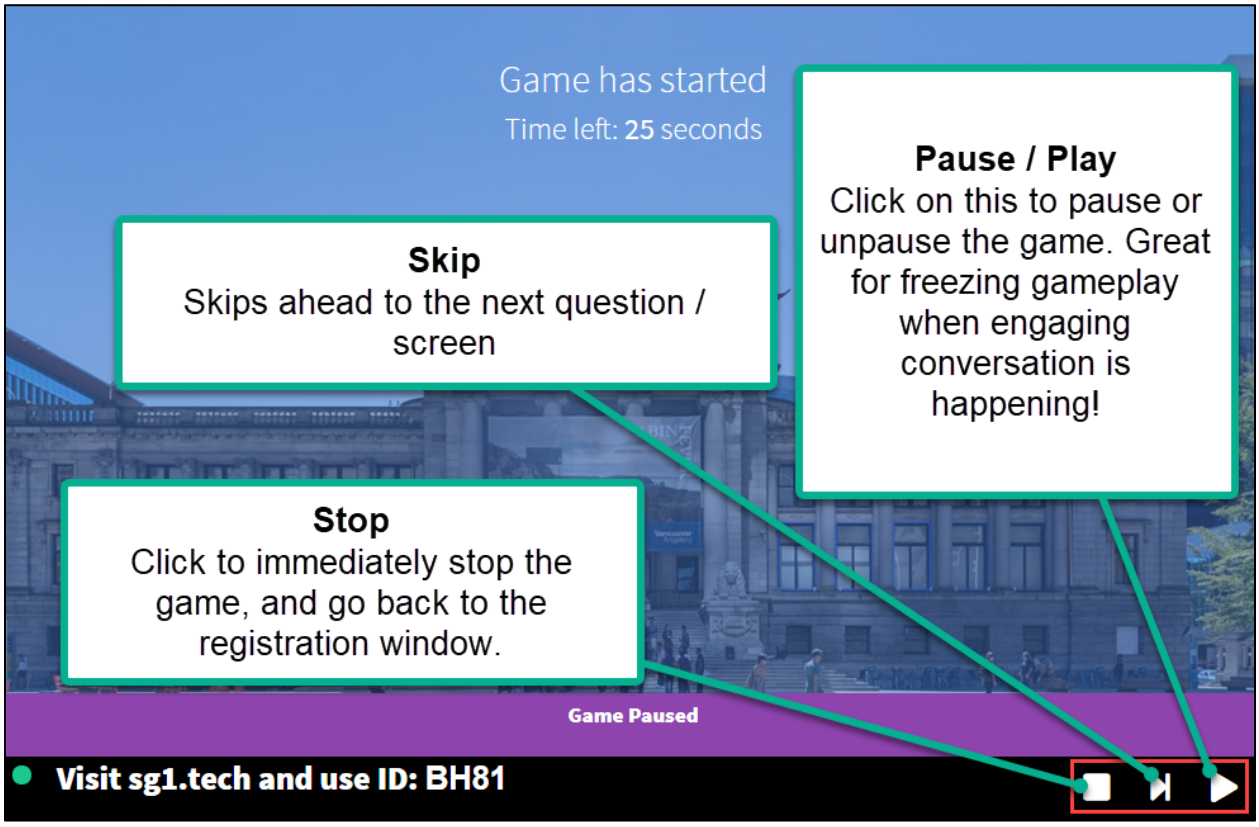
Collaborative Game – Used in Training

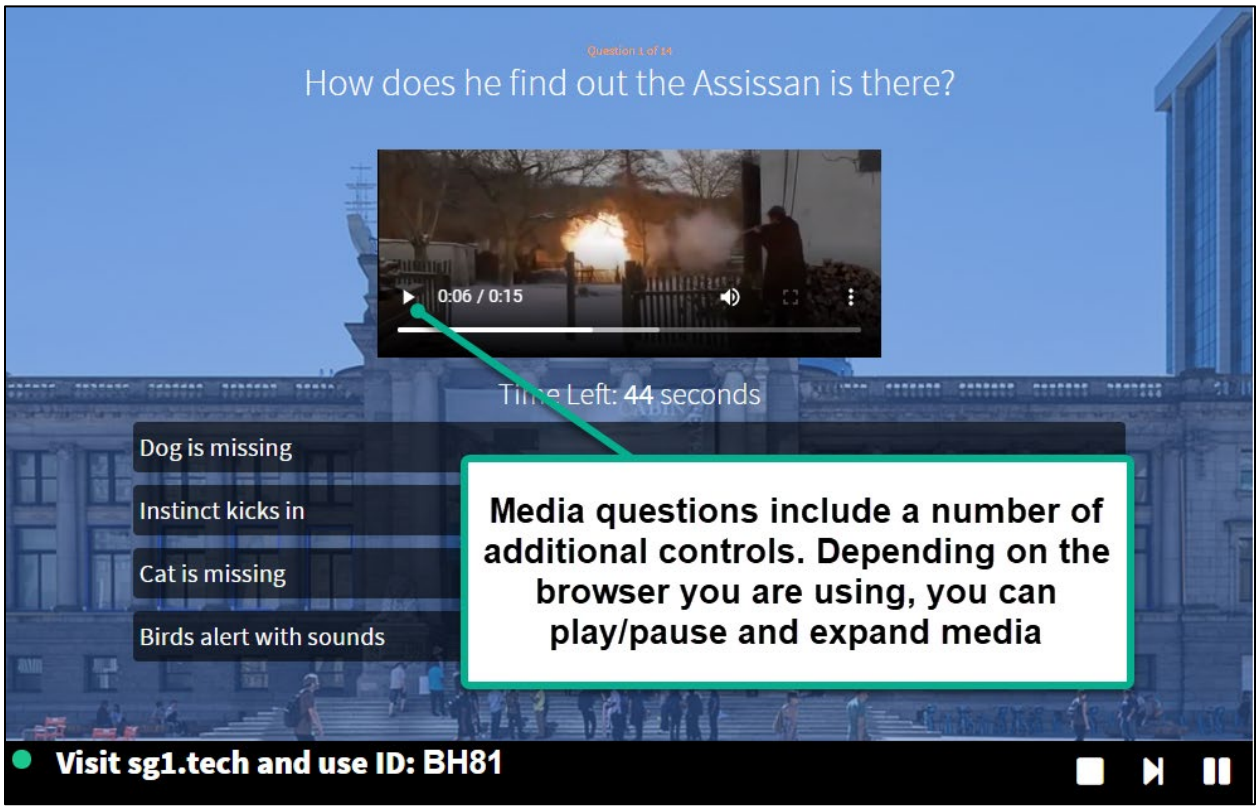
If I were creating a collaborative game for use as a training activity, I may want to increase the seconds per question to allow everyone enough time to fully discuss the question, before providing an answer. For some softskill training activities, this may be 10 or even 15 minutes.

Step 6: Running a game!



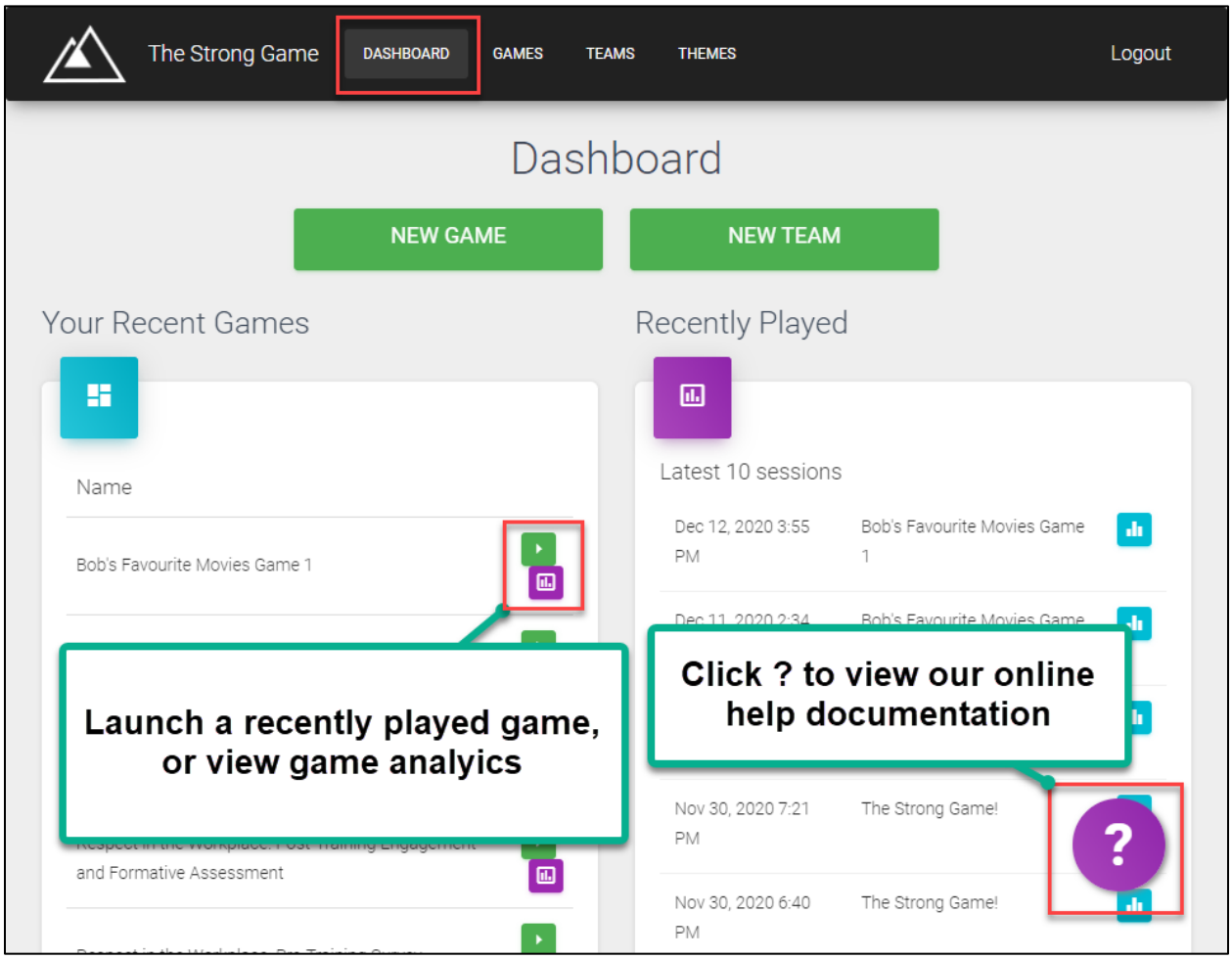



Game has started
Time left: 25 seconds
Skip
Skips ahead to the next question / screen
Pause / Play
Click on this to pause or unpause the game. Great for freezing gameplay when engaging conversation is happening!
Stop
Click to immediately stop the game, and go back to the registration window.
Game Paused
Visit sg1.tech and use ID: BH81

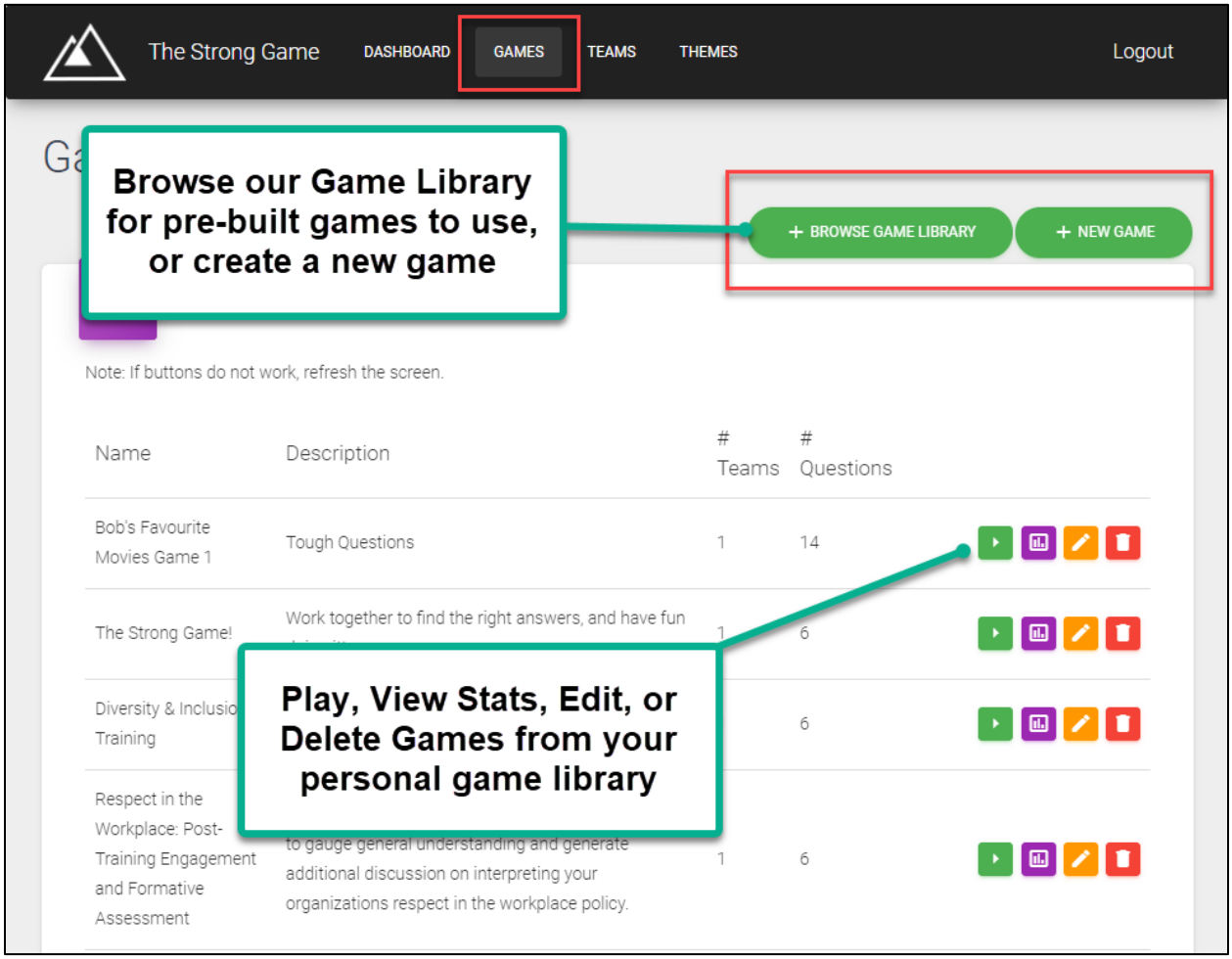

How does he find out the Assissan is there?
0:06 / 0:15
Time Left: 44 seconds
Dog is missing
Instinct kicks in
Cat is missing
Birds alert with sounds
Media questions include a number of additional controls. Depending on the browser you are using, you can play/pause and expand media
Visit sg1.tech and use ID: BH81

Admin Controls and Navigation

The Dashboard

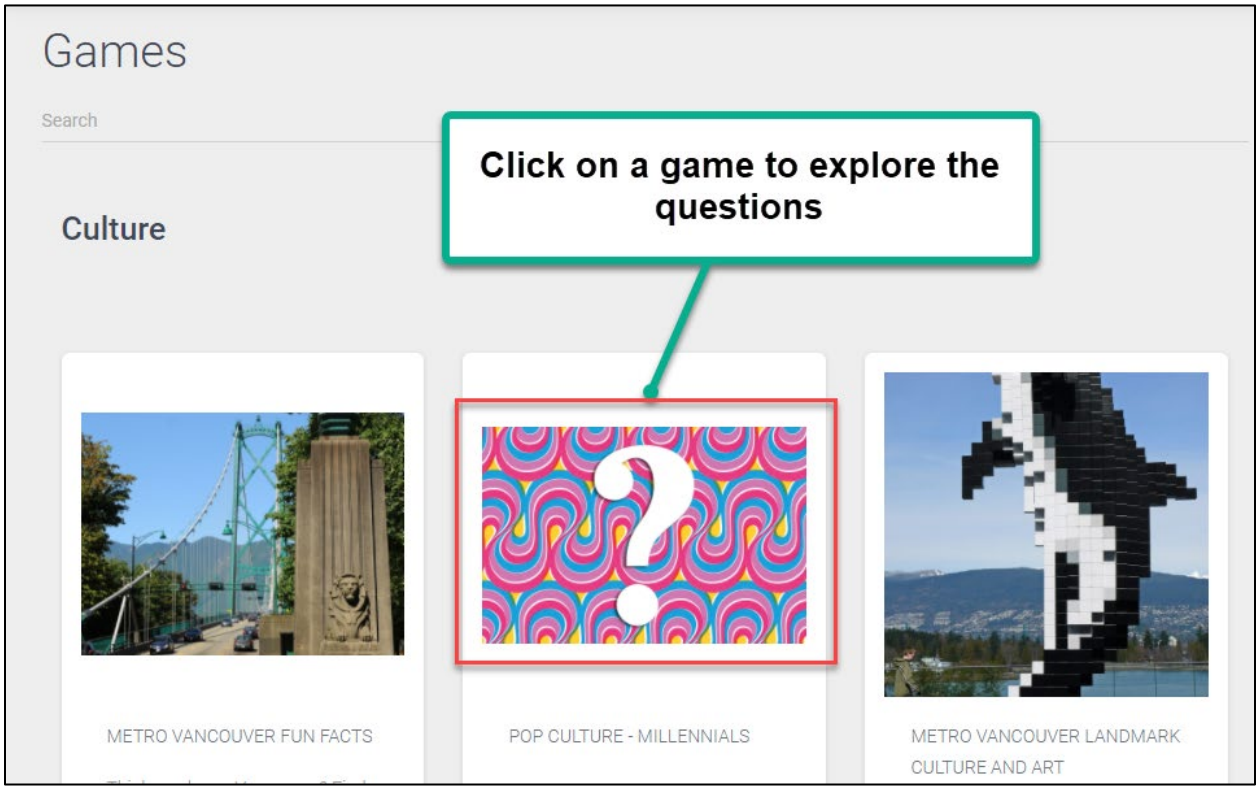


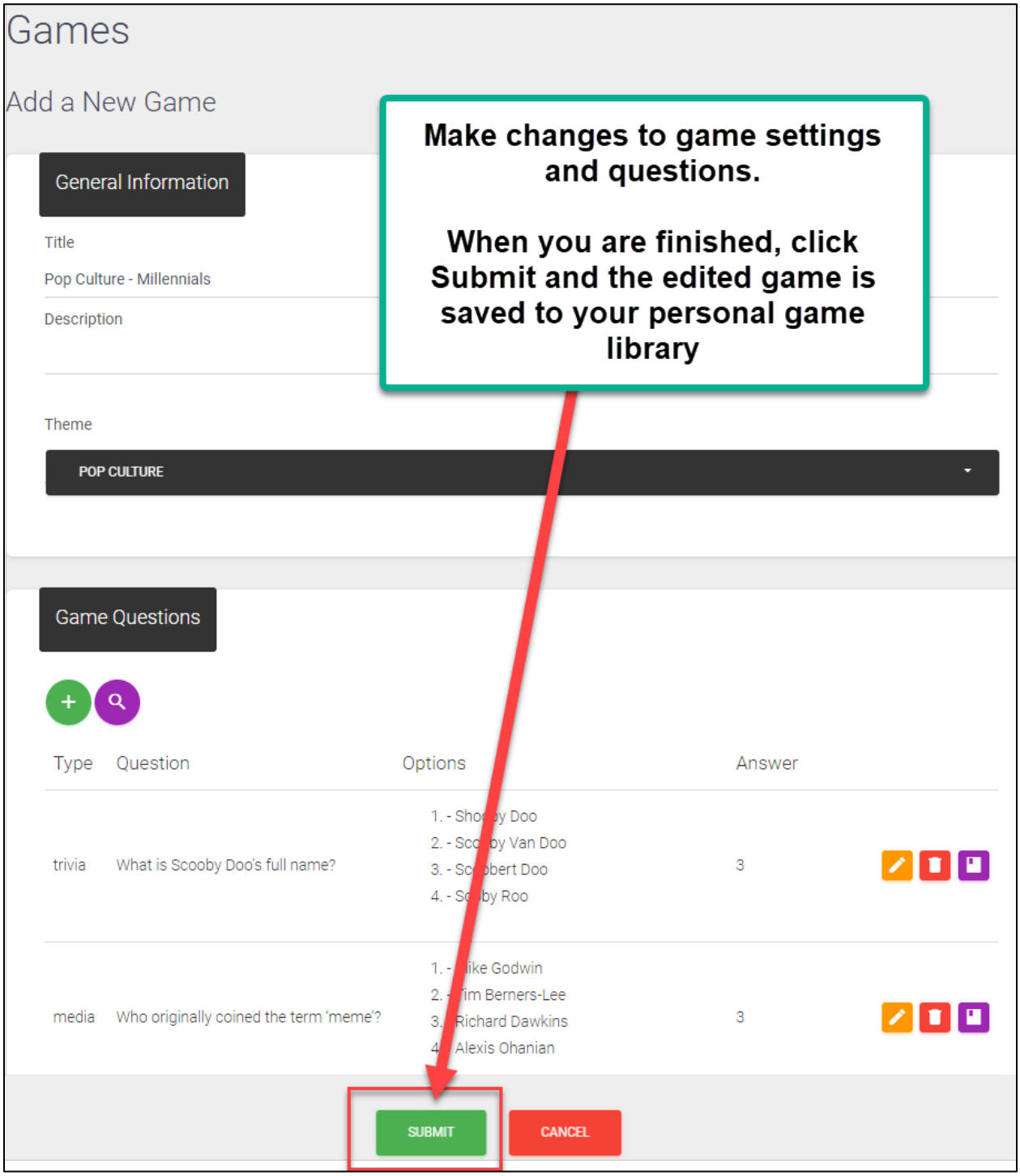
Game Library



Adding Pre-Built Games to your Game Library

We are continually building new games for our clients to use. Find the game you like, make your changes, then submit the game to your personal library for future use!




Games
Add a New Game
Make changes to game settings and questions.
When you are finished, click Submit and the edited game is saved to your personal game library
General Information
Title
Pop Culture - Millennials
Description
Theme
POP CULTURE
Game Questions
Type
Question
Options
Answer
trivia
What is Scooby Doo's full name?
1. - Sho by Doo
2. - Sc by Van Doo
3. - Sc bert Doo
4. - Sc by Roo
3
media
Who originally coined the term 'meme'?
1. - ike Godwin
2. - im Berners-Lee
3. - Richard Dawkins
4. - Alexis Ohanian
3
SUBMIT
CANCEL